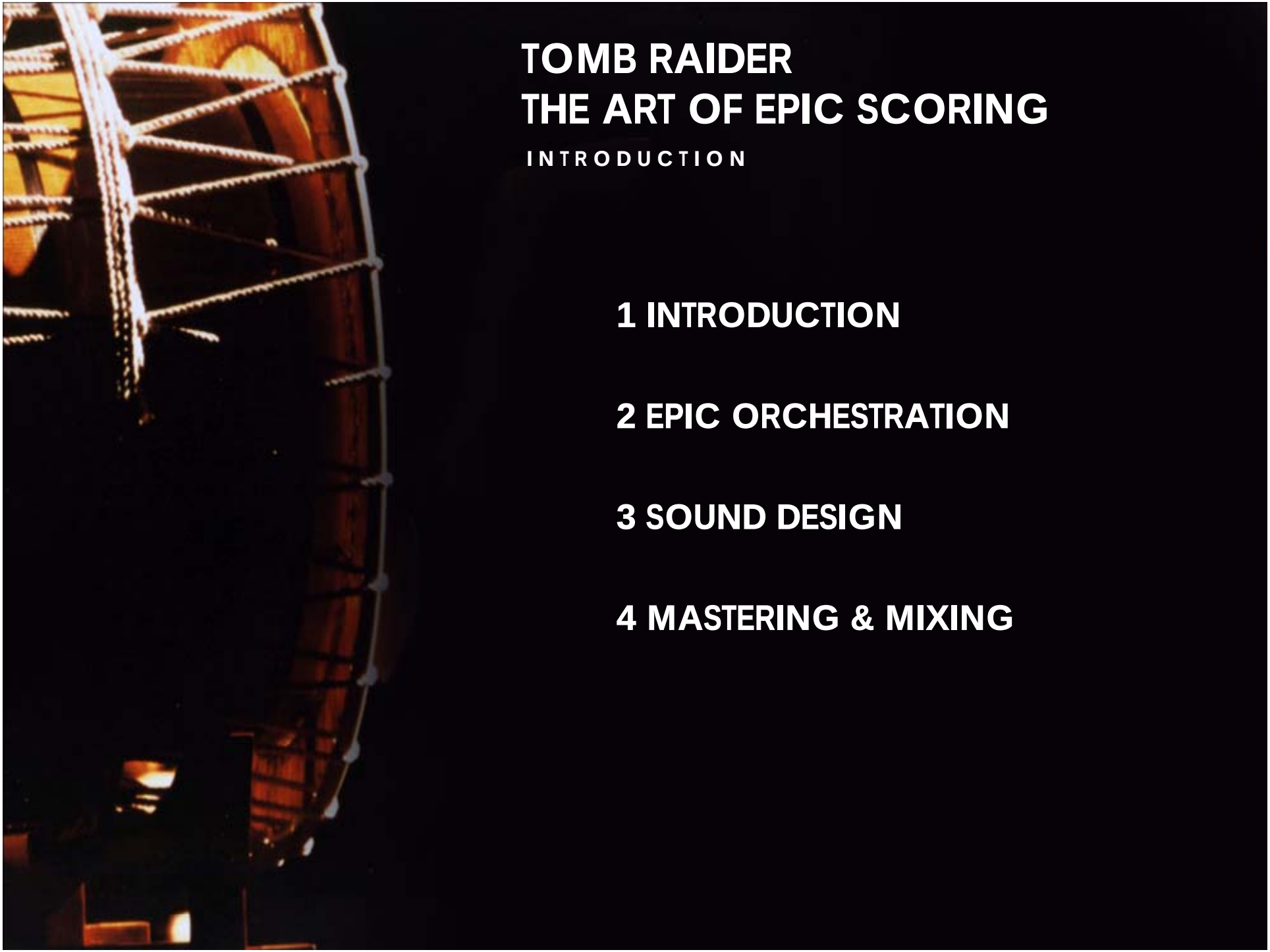

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THE ART OF EPIC SCORING



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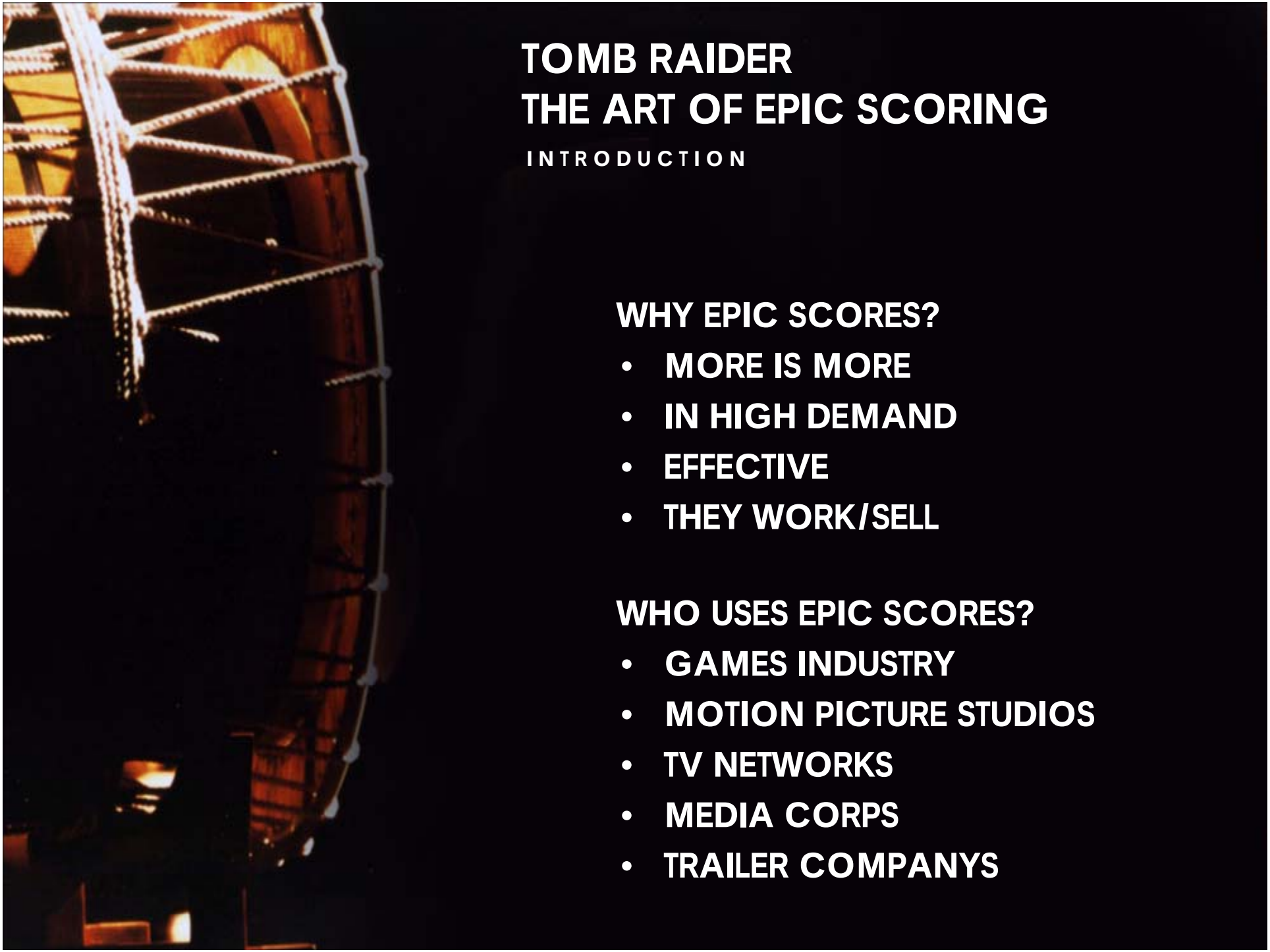
INTRODUCTION

1 INTRODUCTION

2 EPIC ORCHESTRATION

3 SOUND DESIGN

4 MASTERING & MIXING



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INTRODUCTION

WHY EPIC SCORES?

- MORE IS MORE
- IN HIGH DEMAND
- EFFECTIVE
- THEY WORK/SELL

WHO USES EPIC SCORES?

- GAMES INDUSTRY
- MOTION PICTURE STUDIOS
- TV NETWORKS
- MEDIA CORPS
- TRAILER COMPANYS



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INTRODUCTION

DEFINITION OF EPIC SCORE

- UNIQUE ORCHESTRATION
  - STRINGS
  - BRASS
  - PERCUSSION
  - CHOIR
- ENSEMBLE SIZE & LAYERS
- SOUND DESIGN
  - SOUND FX
  - ORCHESTRAL FX
  - SYNTHESIZER

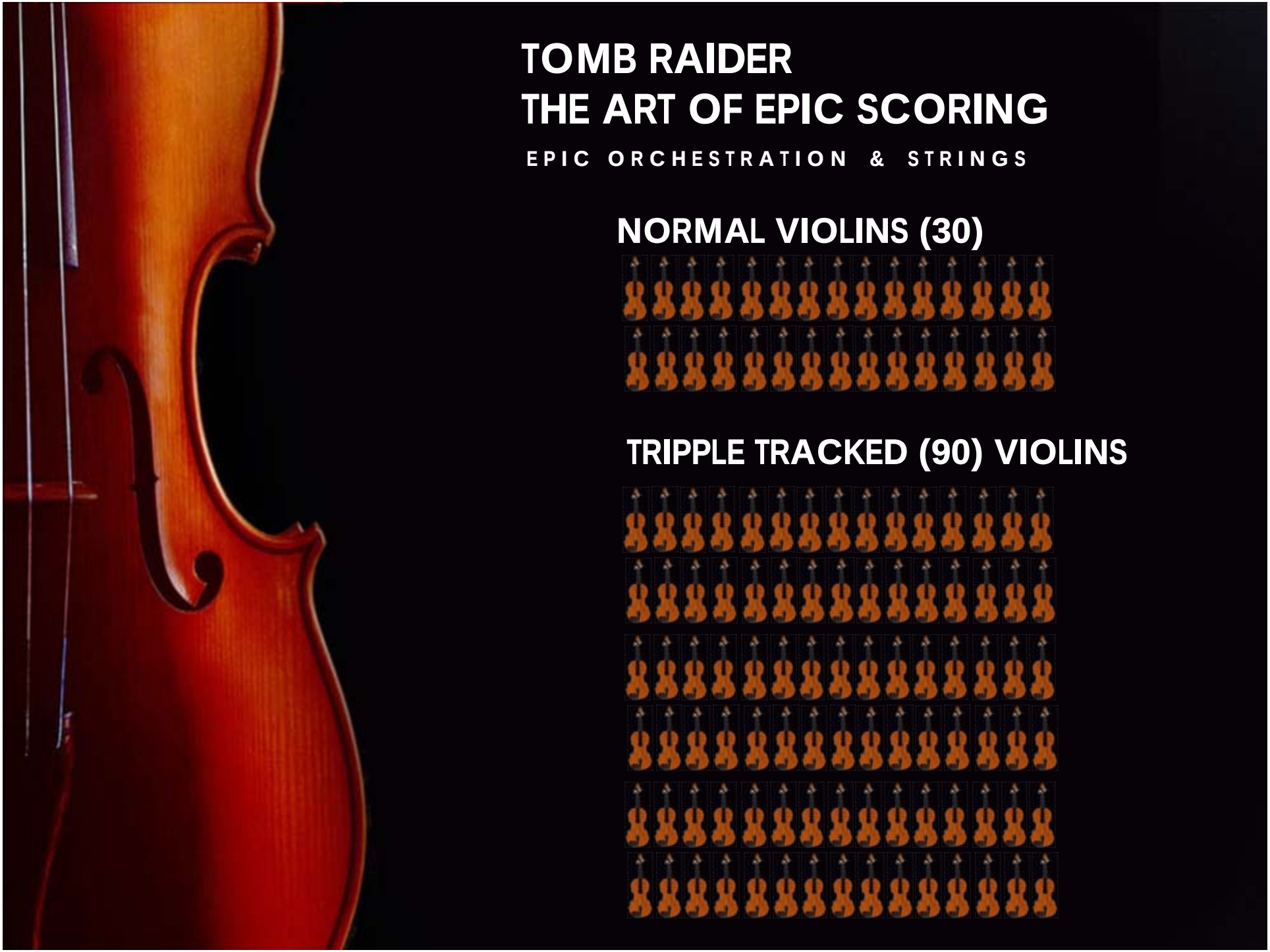


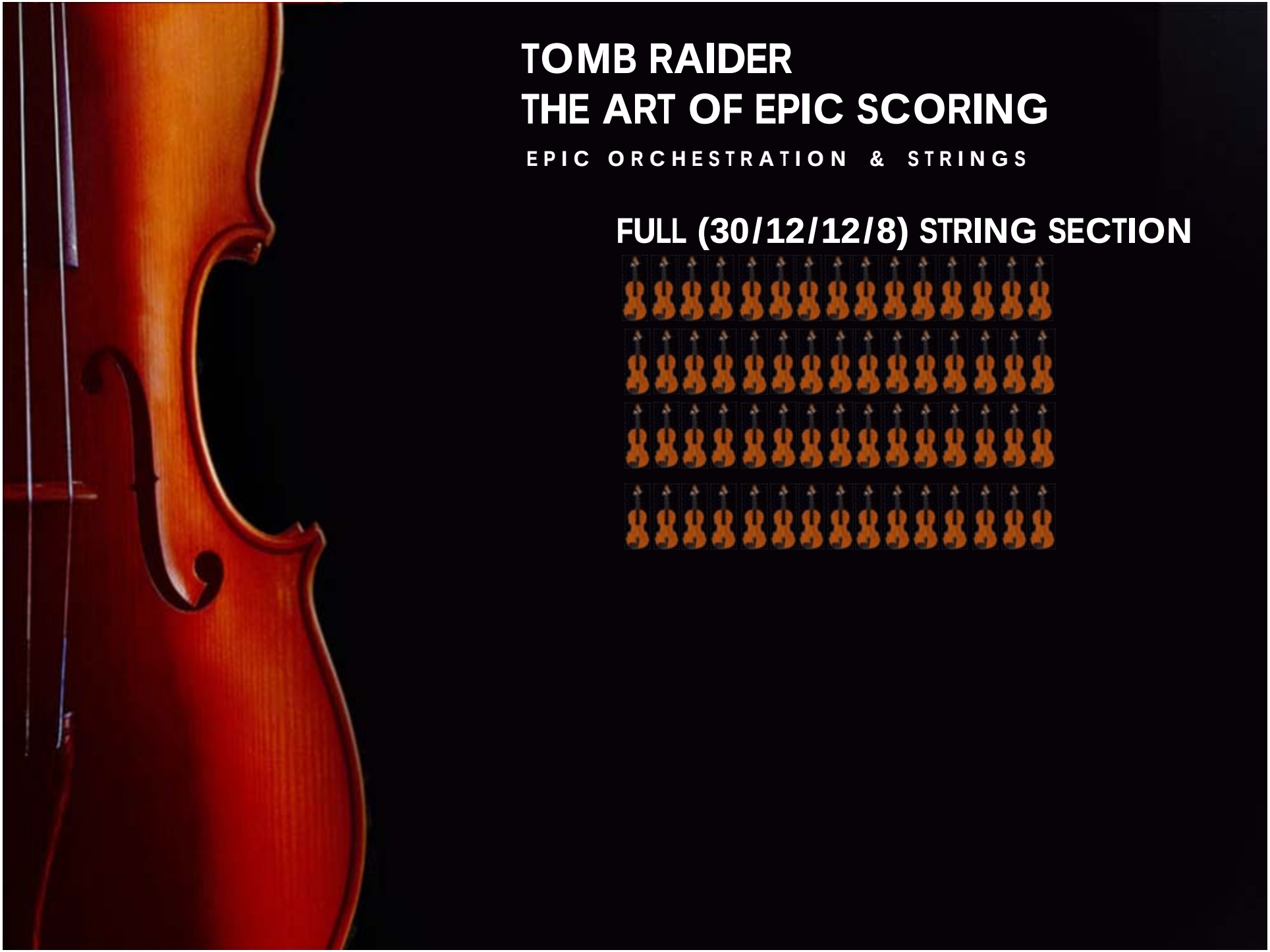
OCEAN

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EPIC ORCHESTRATION & STRINGS

- SHORT NOTES (MF-FF)
  - MARCATO (ACCENTUATED)
  - STACCATO (SHARP ATTACK)
  - SPICCATO (BOUNCING BOW)
- COMBINE ALL FOUR GROUPS
  - 1ST VIOLIN STACS / 2nd SPICS
  - VIOLA SPICS
  - CELLO SPICS
  - BASS STACS W/SLAPS
- STACKED IN 3 LAYERS
  - SAMPLE LIBRARY 1
  - SAMPLE LIBRARY 2
  - SAMPLE LIBRARY 3


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EPIC ORCHESTRATION & STRINGS
NORMAL VIOLINS (30)
TRIPPLE TRACKED (90) VIOLINS


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EPIC ORCHESTRATION & STRINGS
FULL (30/12/12/8) STRING SECTION

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EPIC ORCHESTRATION & STRINGS

FULL (90/36/36/24) STRING SECTION





OCEAN 2

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EPIC ORCHESTRATION & STRINGS

- SHORT NOTE TECHNIQUES
  - USE RR FOR STRING REPS
  - THE FASTER – THE MORE RR
  - TKT ANTI-MACHINE GUN SCRIPTS
- LONG NOTE TECHNIQUES
  - MV/X-FADES FOR EMOTION
  - SIPS/LEGATO FOR CONNECTION
  - INTEGRATE BOW FX
- OTHER TECHNIQUES
  - DIVISI SECTIONS
  - USE SOLO STRINGS ON MELODY



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EPIC ORCHESTRATION & BRASS

- SHORT NOTES (MF-FFF)
  - STACCATO (SHARP ATTACK)
  - STACCISSIMO (VERY SHORT)
- COMBINE ALL (ALL BRASS)
  - FRENCH HORN
  - TRUMPETS (2 TO AVOID PHASE)
  - TROMBONES
  - 1-2 BASS TROMBONES
  - TUBA (WAGNER)
- STACKED IN 2 LAYERS (MAX)
  - SAMPLE LIBRARY
  - SAMPLE LIBRARY 2
  - BEWARE OF PHASING



THE END

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EPIC ORCHESTRATION & BRASS

- SHORT NOTE TECHNIQUES
  - USE RR FOR BRASS REPS
  - THE FASTER – THE MORE RR
  - TKT ANTI-MACHINE GUN SCRIPTS
  - USE RIPS – SO PLENTIFUL
- LONG NOTE TECHNIQUES
  - MV/X-FADES FOR EMOTION
  - SIPS/LEGATO FOR CONNECTION
  - USE BASS BONES FOR BASS SUPPORT
- PHASING ISSUES
  - STACKING TILL IT PHASES
  - USE



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EPIC ORCHESTRATION & PERCUSSION

- BIG PERCUSSION TECHNIQUES
  - USE EVERYTHING IN YOUR ARSENAL
  - PHASING IS RARELY AN ISSUE
  - GREAT FOR LOW PITCHED ARTS

  - USE ORCHESTRAL PERC
    - » BASSDRUMS & SNARES
    - » TOMS & CYMBALS
    - » TIMPANY (UNISON W/BASS)

  - USE NON-ORCHESTRAL PERC
    - » TAIKO ENSEMBLE
    - » DJEMBE ENSEMBLE
    - » CONGA ENSEMBLE
    - » GRAN CASA ENSEMBLE
    - » TOM ENSEMBLES
    - » ROTO/OCTA
    - » DRUMKITS (ROCK)



INFINITY

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EPIC ORCHESTRATION & PERCUSSION

- SMALL PERCUSSION TECHNIQUES
  - USE EVERYTHING IN YOUR ARSENAL
  - BUY OR MAKE YOUR OWN
  - GREAT FOR HIGH PITCH ARTS
  - MIX WITH LOW PITCH ARTS

  - USE ORCHESTRAL PERC
    - » TAMBOURINES
    - » METALS

  - USE NON-ORCHESTRAL PERC
    - » LATIN PERCUSSION
    - » BONGO ENSEMBLE
    - » FINGER CYMBALS
    - » BELLS
    - » SHAKERS



FORBIDDEN

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EPIC ORCHESTRATION & PERCUSSION

- ADD. PERCUSSION TECHNIQUES
  - RR WHENEVER POSSIBLE
  - USE TKT SCRIPTS ON OLDER SAMPS
  - USE ROLLS
    - » SNARES
    - » BIG DRUMS
    - » CYMBALS
  - SYNC ROLLS WITH BRASS RIPS
  - USE ELECTRONIC DRUMS
    - » RMX
    - » REX BASED LOOPS
    - » SYNCED PERC BEDS



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EPIC ORCHESTRATION & CHOIR

- CHOIR LYRICS TECHNIQUES
  - WHAT ARE THEY SINGING?
  - REAL LYRICS OVERRATED
  - WHATEVER SOUNDS COOL
  - MAKE SURE IT RHYMES
    - » DO RE MI, FA SO LA
    - » ZE ZU LE NU, MI MA FO TU
- CHOIR GROUP TECHNIQUES
  - SOPRANO AND ALTO
    - » BEST FOR MELODY
  - TENOR AND BASS
    - » BEST FOR CHORDS/BASS



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EPIC ORCHESTRATION & CHOIR

- CHOIR STACKING TECHNIQUES
  - STACK UNTIL IT PHASES
  - 2-4 STACKS ARE PREFFERED
  - USE STACS OR CHORDS TO PUNCTUATE CERTAIN ARTICULATIONS
  - ORCHESTRA THE CHOIR STACS TO FOLLOW GENERAL ORCHESTRAL STACS AND OVERALL RHYTHMIC ARTICULATIONS
  - ORCHESTRATE SO CHOIR FOLLOW MAIN MELODY LINES PLAYED BY STRINGS AND BRASS
  - USE SOLO VOICE ON TOP OF CHOIR



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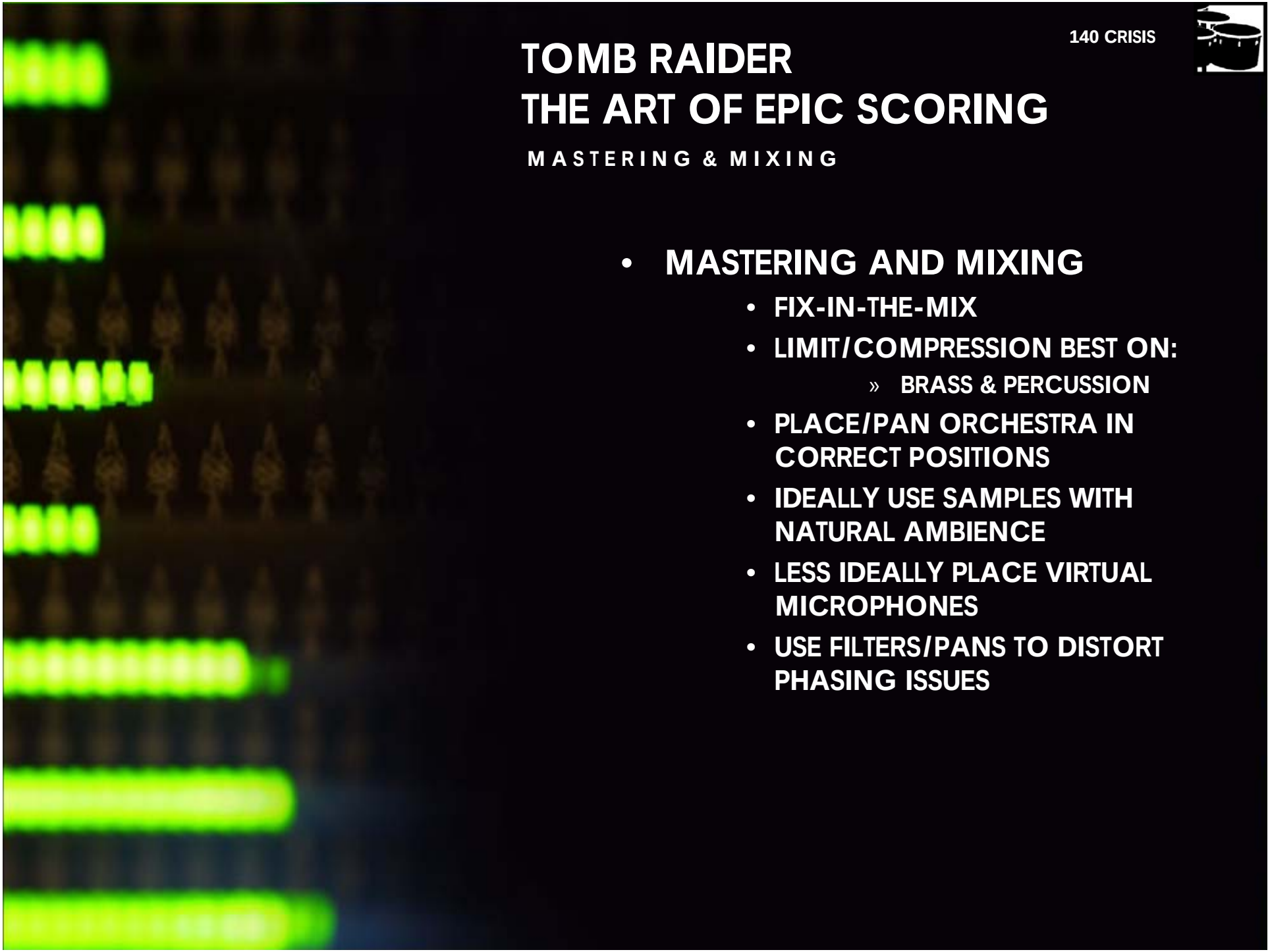
SOUND DESIGN & PERCUSSIVE SUPPORT

- **SOUND DESIGN & PERC SUPPORT**
  - SOUND EFFECTS (NON-MUSIC)
  - BOOMERS
    - » TUNE DOWN BIG SOUNDS
    - » SOURCE MATERIAL WITH NATURAL AMBIENCE/VERB WORKS BEST
  - STINGERS
    - » BLEND AND MIX A VARIETY OF NOISY SOUNDS INTO CRESCENDO BANKS
    - » ROLLING STINGERS ARE GREAT SUPPORT FOR ROLLING PERC
  - ENSEMBLE MIXES
  - VST EFFECTS (DELAYS/GLITCH)

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SOUND DESIGN & SYNTHESIZER SUPPORT

- **SOUND DESIGN & SYNTH SUPPORT**
  - **SYNTH ARPS FOR STRINGS**
    - » **SYNC ARPS WITH SPICS**
  - **NON-TUNE BASED ARPS FOR RHYTHMIC SUPPORT**
  - **SUPPORTING BASS LINES WITH SYNTH BASSES**
  - **SUPPORTING BASS LINES WITH DRONES**
  - **SUPPORTING SYNTHS FOR STRING AND BRASS MELODY LINES**
  - **FRENCH HORN SUPPORT WITH WARMER TYPE OF SYNTHS**



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MASTERING & MIXING

- **MASTERING AND MIXING**
  - FIX-IN-THE-MIX
  - LIMIT/COMPRESSION BEST ON:
    - » BRASS & PERCUSSION
  - PLACE/PAN ORCHESTRA IN CORRECT POSITIONS
  - IDEALLY USE SAMPLES WITH NATURAL AMBIENCE
  - LESS IDEALLY PLACE VIRTUAL MICROPHONES
  - USE FILTERS/PANS TO DISTORT PHASING ISSUES